



XBOX 360

XBOX  
LIVE

# MERCENARIES 2

WORLD IN FLAMES



內附中文手冊

MATTIAS



## **WARNING**

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference.

## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

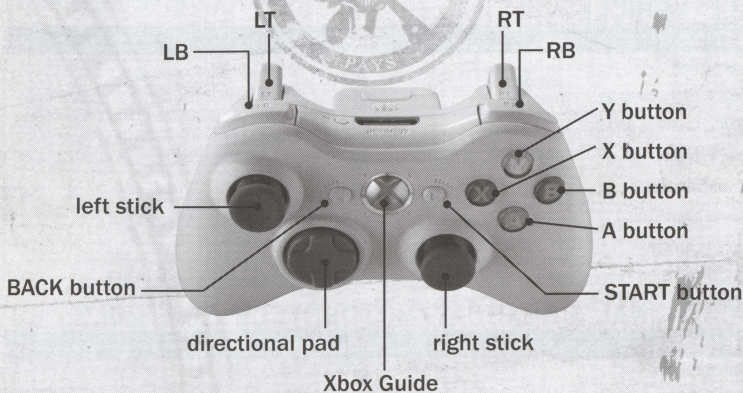
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



# ON FOOT CONTROLS



ACTION	CONTROL
Move	
Look/Aim	
Fire primary weapon	
Switch primary weapon	or
Jump	
Melee bash	
Reload	
Action (hijack, talk, etc.)	
Support menu	
Switch explosive	
Throw/Detonate explosive	
Sprint	
Crouch/Zoom	
Binoculars	
Pause game	
Access PDA	

# VEHICLE CONTROLS

## ALL VEHICLES

ACTION	CONTROL
Look/Aim	
Fire vehicle weapon	
Switch vehicle weapon	
Exit vehicle	
Horn (call allies)	
Show cash/Fuel	/
Reset camera	

**NOTE:** The horn calls friendly faction soldiers to enter your vehicle and/or man a vehicle weapon.

## ADDITIONAL CAR/BOAT/MOTORCYCLE CONTROLS

ACTION	CONTROL
Handbrake	
Accelerate	
Brake/Reverse	
Camera mode	
Reverse camera	(hold)

## ADDITIONAL TANK CONTROLS

ACTION	CONTROL
Move	
Accelerate	
Brake/Reverse	

**NOTE:** Accelerating by pressing also resets the camera to the default position.

## ADDITIONAL HELICOPTER CONTROLS

ACTION	CONTROL
Ascend	/
Descend	/
Winch control	



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# SETTING UP THE GAME

## GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. You must create a gamer profile in order to play on Xbox LIVE®.

- To create a new gamer profile, press **X** to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press **A**. Create a profile using the virtual keyboard.
- After your gamer profile is created and saved to a storage device, you can customize your gamer profile and set personal settings. When you are signed in with your gamer profile, achievements will be tracked and game progress can be saved.

## PLAYING THE GAME

Hired by Ramon Solano, the richest man in Venezuela, you fight your way onto an island where the leader of the Venezuelan Army, General Carmona, is being held against his will. Once liberated, he joins forces with Solano and the two conspire to overthrow the government, but not before trying to kill you.

People try to kill you all the time, comes with the job, but Solano didn't pay you. He declares himself President, while you declare you will get your money or your revenge even if it means blowing the whole country up.

## STARTING THE GAME

To start a new game, choose NEW GAME from the title screen.

**NOTE:** By default, your game may be joined by a friend at any time for co-op gameplay. You may change the default settings to allow anyone, or no-one, to join your game. For detailed information, please refer to the Xbox LIVE section of this manual.

To continue from your latest save game, choose CONTINUE from the title screen. You'll continue right where you left off. If your latest save game was during a contract, you'll start back in that contract (including any checkpoints). If you saved between contracts, you'll start at the PMC.

**NOTE:** If you'd prefer to load a specific save game, you may launch it via OPTIONS > MANAGE SAVE GAMES.

## SAVING AND LOADING

By default, your game is automatically saved whenever you make significant progress. If you'd prefer to manage your saves manually, you can disable the autosave feature in OPTIONS > GAME.

## GAME SCREEN





## MEET THE MERCS

Before you start operating in Venezuela, you have to choose a mercenary to play as. There are three mercs to choose and each of them has special characteristics, so choose one that best fits your playing style.

### MATTIAS NILSSON

**Special Ability: Regenerates Health Faster**

Mattias thrives on chaos. He loves it when governments collapse and things get crazy. He hates and doesn't care for people in general, but something shows a soft spot for the little guy, trying to get by. He doesn't care about his personal safety, doesn't care if he lives or dies. He just likes having fun.

### CHRIS JACOBS

**Special Ability: Carries More Ammo**

Chris is a hearty, larger-than-life figure. Faced with the worst that mankind can do, Chris reacts with a wry smile and a smartass remark. He doesn't expect any better. His only problem is figuring out who the bad guys are—it used to be easy! Now he's not so sure.

### JENNIFER MUI

**Special Ability: Runs Faster**

Mui (Jen only to her friends) is the most expensive mercenary on earth. If it seems like she focuses on money and nothing else, it's because she focuses on money and nothing else. She finds it amusing that there are people dumb enough to think anything else is important.

## THE PMC

Now that you've picked a merc, it's time to set up shop. The PMC (Private Military Company) is the mercenary company that you will assemble while operating in Venezuela. In-game, the term PMC is used to refer to both your base of operations (the location where you set up the company), and the people and components that make up the PMC. Let's go over those now:

## RECRUITS

Recruits are mercs-for-hire in Venezuela who can be persuaded to join your PMC—if you're willing to help them out first! Recruits provide all kinds of operational support, such as:

- Delivering supplies out in the field.
- Offensive air support.
- Custom-made vehicles.
- Extraction of valuable resources out in the field (cash, fuel, even air strike munitions!).
- Transit between distant locations.
- And more...

Recruits can also provide you with good advice on operating in Venezuela. Once recruited, just go up and talk to them

### FIONA TAYLOR

You'll start the game with one mercenary already recruited: Fiona Taylor. Fiona has been working with you loyally as a partner since your North Korean contracts and provides unparalleled logistical support. Some of Fiona's functions include:

- Making contacts with and getting work from factions in Venezuela.
- In-the-field help with contract objectives.
- Obtaining additional satellite coverage throughout the country.
- Hacking into military offensive weapon systems to call in rogue air strikes!
- Support recommendations based on tactical evaluation of contract terms.

Perhaps most importantly, Fiona has a comprehensive grasp of your long term objectives: if you ever feel lost on what to do next, talk to Fiona at the PMC and she'll point you in the right direction.

## STOCKPILE

Your PMC location is also the home of your stockpile, a giant vault of weapons, vehicles, air strike munitions, and other supplies. We'll talk about how to acquire and use stuff from your stockpile in a little bit.

## FUEL

Remember those cool recruit functions we talked about? Well, many of them require fuel. Fuel is the real currency in Venezuela and without it you'll be relying a lot more on shooting your assault rifle than calling in cluster bombs! You can acquire fuel in a couple of different ways: by destroying vehicles and by stealing it!

The method involving destroying vehicles is self-explanatory: aim, shoot, explode, and viola!—a fuel tank containing a small amount of the valuable stuff appears that you can collect on the spot.



Stealing fuel requires more work but you'll collect a whole lot more of it all at once. First of all, we're talking about big tanks of fuel here so if you haven't recruited a helicopter pilot, don't even think about it. If you do have a pilot on staff, all you have to do is get up next to the tank, tag it, and call your pilot in to winch it out of there. Be forewarned: you're stealing this fuel so if anyone sees you do it they'll consider your action a hostile act!

Fuel is stored at the PMC. Initially you won't have that much storage capacity but you can buy more capacity from the factions you do business with in Venezuela.

## PDA

Your mercenary carries a PDA that contains a lot of important information. You can open the PDA at any time by pressing **Q**. The PDA is divided into three modes, which you can switch between by pulling **LT/RT**.

## MAP MODE

By default, the PDA opens in map mode.

- Move **Q** to scroll around the map.
- Target any item and press **A** to get detailed information on that item.
- Press **Y** to get detailed information on the work you have available. If you're currently on a contract, you'll be taken directly to the contract details. Otherwise you'll be taken to a list of all the factions you've made contact with. You can browse this list to see the work that's available for you to do, the rewards for that work, and the stockpile items that Fiona recommends for each contract.
- Press **X** to place/remove a GPS beacon on your destination. You can then follow the GPS route marked on your radar.

**NOTE:** Be sure to check the Fiona's recommendations before accepting a contract. She'll usually have good advice about the type of support you'll need (such as specific vehicles, weapons, or airstrikes). You don't have to take her advice, but you might regret it if you don't!

## STOCKPILE MODE

Stockpile mode lists all the cool stuff you've purchased or collected so far. To use items from your stockpile, you need to equip them to your support menu first.

To equip an item to your support menu, select it in the list and press **A**.

## INFO MODE

Use info mode to check:

### Factions

You can quickly see your standing with a faction by checking the faction gauges.

### Log

Contains a running log of conversations and notifications. If you miss something Fiona just said, check the log.

### People

Contains bios of important people you've met.

### Score

Shows you information on your progress through the game.

## SUPPORT

It's best to think of support as expensive, offensive toys for mercs. Within a moment's notice you can have one of your recruits chauffeur you throughout the country, deliver a custom-built sports car with a mounted rocket launcher right to your feet, and drop a forest-incinerating Daisy Cutter bomb on unsuspecting enemies nearby—why use an assault rifle when you can deliver a couple of tons of ordinance down on someone's head?

Let's run through the basics:

## USING THE SUPPORT MENU

Your support menu is populated with support options that you've equipped from your stockpile. Open and scroll through the support menu by pressing **Q** **↑/↓** and select the option you want to use by pressing **A**.

Each entry in the menu displays the following important information:

- An icon representing the type of support item it is (e.g., jet for an air strike, tank for a tank delivery, etc.).
- The quantity of the item in your stockpile (nothing is displayed if the item does not have a quantity).
- The amount of fuel required to call in the item.
- The type of designation used to call in the item—we'll cover this in a minute.

If any of this information is displayed in red, that means there is a problem preventing you from calling in the support:

- If the menu icon is obscured by a red SAM or JAM diamond, this means that there is a surface-to-air missile or satellite jamming vehicle nearby—you must destroy the vehicle in order to call in the support.
- If the menu icon is obscured by a red X0, this means you've depleted your stockpile reserves of the item and need to acquire more.
- If the fuel droplet is red, this means you do not currently have enough fuel to call the support in.



## TYPES OF SUPPORT

### AIR STRIKES

The granddaddy of all offensive support options! Air strikes come in a variety of different flavors, from strikes that carpet an entire area with rockets to salvos that destroy all enemy aircraft within a generous radius. Your current set of air strikes and their specific functions can be viewed in the stockpile mode of the PDA.

### ACQUIRING AIR STRIKES

There are a variety of ways to acquire air strikes for your stockpile:

- Buy them from faction shops at outposts. We'll cover these shops in the upcoming Factions section.
- Receive them as rewards from a faction. Factions occasionally grant you free air strikes for your stockpile after you complete work for them.
- Steal them. You can steal munitions you find in the world just like you can fuel, but don't let anyone see you do it! You can also shoot munitions to create an on-the-fly air strike in the field!

On occasion factions may provide you with free air strikes that are depleted from their stockpile, not yours! In those cases the number of free strikes available is indicated under the strike in the support menu.

### DESIGNATING AIR STRIKES

Depending on which strike you choose, you must designate where you want the strike to come in. There are four types of designation:

- |                  |   |
|------------------|---|
| <b>Satellite</b> | Allows you to use a satellite camera to pan around the nearby geography a designate the target from afar. |
| <b>Laser</b>     | Point the laser at a target, hold it steady, and wait for the payload to come in.                         |
| <b>Beacon</b>    | Immediately tosses a sticky-beacon against the object in front of you as a homing device for the strike.  |
| <b>Smoke</b>     | The simplest of designators ... toss it on the ground and run like hell!                                  |

### VEHICLE AND SUPPLY DELIVERY

In addition to air strikes, you can purchase vehicles (cars, APCs, tanks, boats, and even helicopters) and supplies (like weapons, health and C4 explosives) that can be stockpiled at the PMC and delivered out to you in the field when you need them. There's nothing quite like having a tank dropped in to your current location to turn the tide of battle your way!

### ACQUIRING AND CALLING IN VEHICLES AND SUPPLIES

Acquiring and delivering in vehicles and supplies (like health, rifles, and C4) is a simpler process than air strikes: you can get them from factions (either through purchasing them or receiving them as rewards) and you always designate where you want them dropped with smoke.

### TRANSIT

If you recruit a helicopter pilot, he'll be able to take you to various locations throughout Venezuela very quickly. With the exception of the PMC, most of these locations are not available immediately and require one of the following two steps to utilize for transit:

- Visiting a faction contact for the first time.
- Taking over an outpost for a faction.

Each transit costs a small amount of fuel.

## FACTIONS

There are several different factions struggling for control of the hearts, minds, and most importantly, valuable resources present in Venezuela. Making contact with factions and working with them is not only the best way to gain critical information about what to do next, it's also the best way to acquire cash, guns, vehicles, supplies, and air strikes.

Fiona is always on the lookout for new factions to make contact with. Return to the PMC often to talk with her and see if there are any new factions available to do business with.

## CONTRACTS

All factions offer contracts. These are missions that you can accept from factions that not only provide you with valuable information but also pay you a lump of cash. And, completing contracts for a faction makes them happy with you—more on that in a moment.

You can accept a contract by visiting the HQ or outpost of the faction that is issuing the contract. If you're not currently working on a contract, open your PDA and press **Y** to learn about all of the available contracts from all known factions.



## BOUNTIES

Once you complete some work for a faction, they'll offer you bounties. Bounties are objectives you can complete at any time in the world whether you're currently on a contract or not. Completing bounties earns you cash, a positive mood (relationship) with the faction, and more often than not, free stockpile items and support unlocks that allow you to purchase new items from the faction's shops.

Here are some of the bounties that factions offer:

### Standing Bounties

Each faction has a standing offer to eliminate members of their opposing faction—this is the easiest way to get on the good side of a faction you've pissed off!

### Destroy Targets

Every faction has a set of targets they want blown to smithereens! What more could you ask for?

### High Value Targets

All of the factions have a set of HVT targets that they'll pay for you to capture or kill. Keep in mind that if you kill the HVT you only get half of the stated bounty!

## OUTPOSTS

In order to expand their operations in Venezuela, factions need to acquire outposts. Every faction offers you special outpost contracts in which you must help them capture the outpost from enemies. Capturing outposts for the faction has these benefits:

- The outpost becomes occupied by a faction contact who can often offer you work and always sell you support.
- A landing zone becomes available near the outpost that you can transit to for speedy travel around the country.

## MOOD

Every faction has the capacity to be friendly, neutral, or hostile towards you (with the exception of the VZ who are always hostile towards you!). These moods have various benefits and penalties:

### FRIENDLY

You enjoy deep discounts on items available from the faction's shops. While in a vehicle with open seats, pressing **B** to honk your horn calls members of that faction into available seats in your vehicle. These guys also help you fight against members of opposing factions! Some contracts are only available when a faction is friendly.

### NEUTRAL

The faction offers you work.

### HOSTILE

- The faction shoots at you on sight.
- The faction denies you transit to their landing zones and entry into their HQs and outposts.
- If you're reported while your standing with a faction is hostile, they call for backup—more on reporting in a moment.

You can gain friendly status with a faction by completing contracts and bounties for them. The only way to lose your standing with a faction is to be reported.

### REPORTING

Reporting can occur when units of a faction witness you killing their comrades or destroying their buildings. If a unit decides to report you, they will be designated on the radar by pulsating blip and a reporting countdown will begin. If you kill the unit before the end of the countdown, you will prevent the report. If you don't, the report will be successful and your mood with the faction will be negatively affected.

Additionally, if you are reported while your standing with your faction is hostile, or if their mood degrades to hostile, the faction will call for backup. Backup arrives in the form of hostile, troop-carrying APCs and helicopters!

## XBOX LIVE®

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Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).



## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## COOPERATIVE PLAY

In *Mercenaries 2: World in Flames* you and a friend can play together to defeat Ramon Solano. If you join a game in progress you can keep the money and fuel you earn. If you start a game, having a friend along is both helpful and fun! Best of all, together both players can earn co-op only Achievements.

## STARTING A COOPERATIVE GAME

*Mercenaries 2: World in Flames* features seamless, drop-in/drop-out, cooperative play. There are no special steps required to start a multiplayer game. Any time you are playing single-player your game is automatically joinable by other guests that match your Privacy settings.

## PRIVACY SETTINGS

<b>Friends</b>	Only those on your Xbox LIVE Friends list are allowed to join your game.
<b>Invitation</b>	Only those guests specifically invited to your game are allowed to join. Invites can be sent using the Invite option in the pause menu or through the Xbox LIVE Dashboard.
<b>Anyone</b>	Any guest is allowed to join your game.

## JOINING A COOPERATIVE GAME

Joining another player in Cooperative Play is easy. Once you select the JOIN GAME option from the main menu you are presented with three ways to find an available game:

<b>Quick Match</b>	This matches you with any available game and is a great way to meet new players.
<b>Custom Match</b>	This helps you find a game based on more refined search criteria.
<b>Friends Lobby</b>	Use this option to join a friend's game in progress. Anyone on your Xbox LIVE Friends list currently playing <i>Mercenaries 2: World in Flames</i> appears in this lobby.

**NOTE:** You can keep the cash you earn when you join a friend's game. Check the Search Results screen for details.

## PRO TIPS!

- You need a grappling hook to hijack helicopters.
- You need to take out any turret gunners before you can hijack a tank.
- Click **R** to access zoom mode on a sniper rifle.
- Use vehicle disguise to gain access to faction-controlled areas—be careful, hostile acts will break your disguise!
- Tanks have weak points (look for the exhaust haze!).
- Try destroying an air strike munitions dump instead of extracting it—it's like calling in a strike without the fuel!
- If you're on foot and an object is blocking your path, you can press **B** to melee bash it out of your way.
- Explore the world—there are tons of cash, fuel, spare parts, and air strike munitions to find out there!
- Collecting spare parts unlocks special vehicles that your mechanic can build for you.
- Alarms "wake up" nearby enemy-occupied buildings—try to prevent enemies triggering the alarms or you will have to destroy the nearby buildings in order to stop them attacking you!
- Some actions have permanent consequences. Some paths through the game may not permit you to achieve a 100% completion statistic. If you want to get 100% complete—think before you act!



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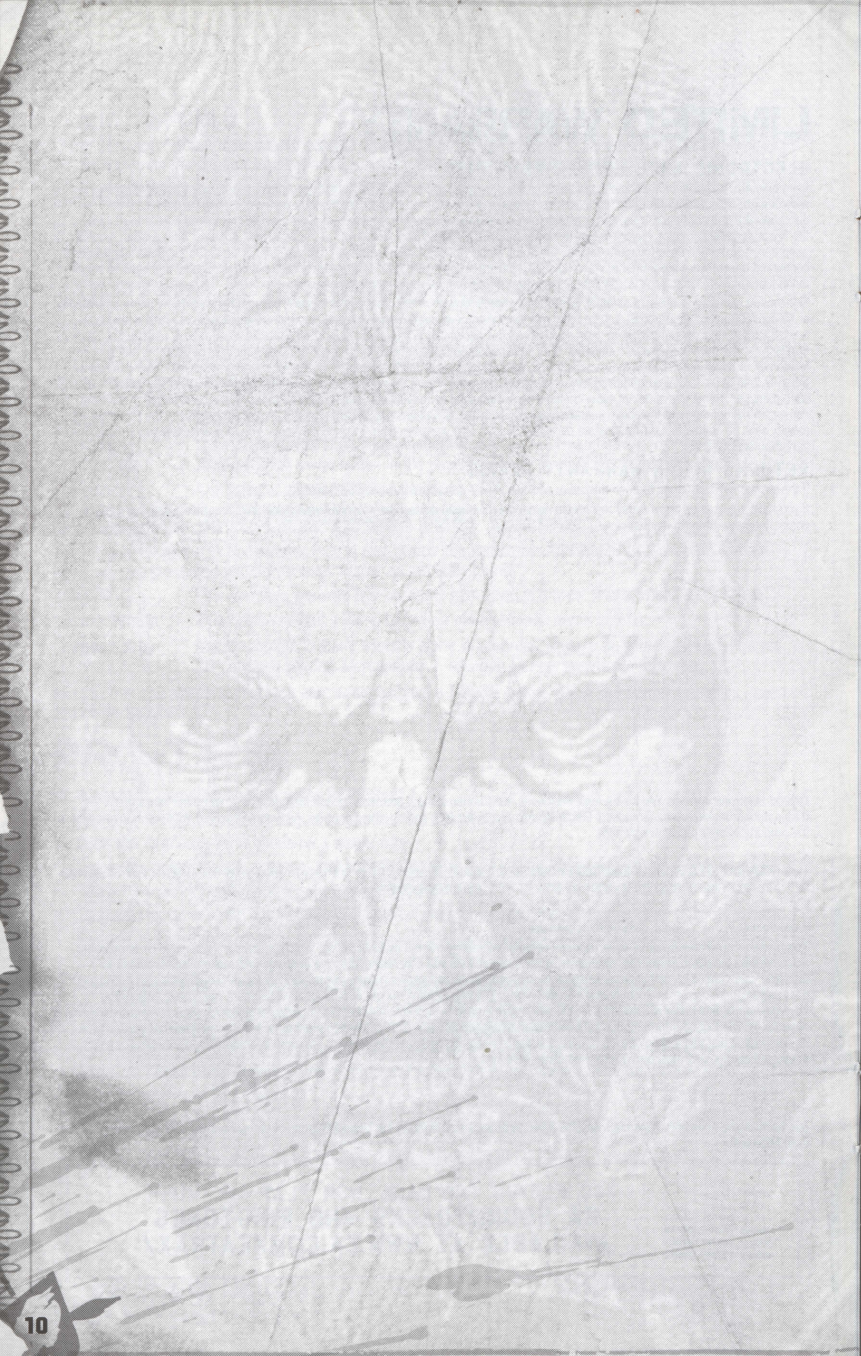
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# MERCENARIES 2

WORLD IN FLAMES



中文手冊

MATTIAS



## 警告

在開始遊戲以前，請閱讀 Xbox 360 指導手冊及任何配件手冊，以獲得重要的安全及健康資訊。請保留所有的手冊以作為未來的參考。如需更換手冊，請參閱 [www.xbox.com/support](http://www.xbox.com/support) 網站內容，或電詢 Xbox 客戶支援中心（請見手冊內容）。

## 進行視訊遊戲的重要健康警告

### 光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 坐在距離電視螢幕較遠的地方
- 使用較小的電視螢幕
- 在照明充足的室內進行遊戲
- 不在感覺疲累或倦怠時進行遊戲。

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。



# 徒步控制



動作	控制鍵
移動	
察看/瞄準	
發射主要武器	
切換主要武器	或
跳躍	
近身猛擊	
裝填彈藥	
動作 (劫持、交談等等)	
支援選單	
切換炸藥	
投擲/引爆炸藥	
急奔	
蹲下/縮放	
望遠鏡	
暫停遊戲	
開啓 PDA	

# 載具控制

## 所有載具

動作	控制鍵
察看/瞄準	R
發射載具武器	RT
切換載具武器	RB
離開載具	Y
按喇叭 (呼叫友軍)	B
顯示資金/燃料	○ ↑ / ↓
重置攝影機	○ R

註: 按喇叭可以呼叫友軍士兵登上你的載具/或操作載具的武器。

## 其他車輛/船隻/摩托車控制

動作	控制鍵
手煞車	LT
加速	A
煞車/倒車	X
攝影機模式	○ →
倒退攝影機	○ R (按住)

## 其他坦克控制

動作	控制鍵
移動	↑
加速	A
煞車/倒車	X

註: 按 A 加速的同時也會將攝影機重置為預設位置。

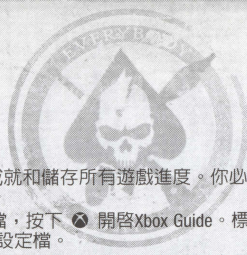
## 其他直升機控制

動作	控制鍵
上升	A / LB
下降	X / LT
絞盤控制	○ ←



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# 設定遊戲

## 玩家設定檔

建立一組玩家設定檔，追蹤成就和儲存所有遊戲進度。你必須先建立一組玩家設定檔，才能在Xbox LIVE®上進行遊戲。

- 要建立一組新的玩家設定檔，按下 **X** 開啓Xbox Guide。標記「建立新的設定檔」然後按下 **A** 使用虛擬鍵盤建立一組設定檔。
- 建立好你的玩家設定檔並儲存至儲存裝置後，你可以自訂你的玩家設定檔，並設定個人設定。用你的玩家設定檔登入後，將會記錄你的成就並儲存你的遊戲進度。

## 進行遊戲

接受委內瑞拉大富豪雷蒙·索蘭諾 (Ramon Solano) 雇用後，你獨自前往委內瑞拉軍隊領袖卡摩納將軍被囚禁的島嶼。解放他之後，他和索蘭諾狼狽為奸，共謀顛覆政府，但得先宰了你才行。

因為工作的緣故，一直有許多人想要幹掉你，但索蘭諾居然不付錢給你。他自行宣布擔任總統，而你則對他喊話，要不是給錢，就等著被報復 - 就算毀掉整個國家也在所不惜。

## 開始遊戲

要開始新遊戲，在標題畫面中選擇「新遊戲」(NEW GAME)。

**註:** 在預設情況下，可以有一名朋友在任何時候加入你的遊戲，進行合作遊戲。你可以改變設定為允許任何人，或不允許任何人加入你的遊戲。詳細資訊請參考本手冊的「Xbox LIVE」一節。

若想繼續你前次儲存的遊戲，在標題畫面中選擇「繼續」(CONTINUE)。你將從離開的地方繼續遊戲。如果你前次是在執行任務過程中儲存遊戲，你將返回並繼續執行該任務 (包括任何檢查點)。如果你是在任務之間存檔，你將從PMC開始遊戲。

**註:** 如果你想要載入特定的遊戲存檔，你可以透過「選項」(OPTIONS) > 「管理遊戲存檔」(MANAGE SAVE GAMES) 載入之。

## 儲存與載入

在預設情況下，每當你有重大進展時，你的遊戲會自動儲存。如果你想要手動管理你的存檔，你可以透過「選項」(OPTIONS) > 「遊戲」(GAME) 裡關閉自動儲存功能。

## 遊戲畫面





## 會唔傭兵

在你展開委內瑞拉的行動之前，得先挑選一名你想扮演的傭兵。計有三名傭兵可供挑選，他們各有不同的特殊性格，依據你的遊戲風格挑選出最符合的傭兵。

### 馬帝亞斯·尼爾森

特殊能力：生命恢復的比較快

馬帝亞斯茁壯於亂世之中。政府瓦解且世道狂亂是他最喜歡的局勢。或許是因為他認為混亂才是人類的自然狀態，也許這是因為他才有機會亂炸東西。誰曉得呢？誰在乎呢？他痛恨當權者，完全不在乎人們的死活，但有時候會對試圖過活的小傢伙露出惻隱之心。他不在乎個人的安危，不在乎他是死是活。他只想獲得樂趣。

### 克里斯·賈可布斯

特殊能力：攜帶更多彈藥

克里斯是名健壯、超凡的人物。即便面臨人類有史以來最嚴酷的困境，克里斯仍能微笑以對並幽默解嘲。他從不期望情況能變得更好。他的唯一麻煩，是找出誰是壞人——通常都很簡單！但是，現在他卻舉棋不定。

### 珍妮佛·穆依

特殊能力：跑得比較快

穆伊（只有她的朋友才能叫她珍）是地球上最昂貴的傭兵。如果這讓她好像只在乎錢而不在于其他事情，確實如此。對她來說，只有笨蛋才會考慮錢以外的事情。

## 私人傭兵公司

現在，你已挑選了一名傭兵，該是設立據點的時候了。私人傭兵公司（PMC）是你在委內瑞拉行動時將組織的傭兵公司。在遊戲中，PMC這個詞彙代表你的行動基地（你公司的設立位置），以及構成PMC的人物與設備。現在，讓我們來瞧一瞧。

## 雇員

雇員是委內瑞拉境內可被說服加入你的PMC的傭兵——不過，你得先幫他們解決一些麻煩事！雇員提供了各式各樣的行動支援，包括：

- 運送補給品到戰場。
- 空襲支援。
- 自製載具。
- 從戰場上撤離寶貴資源（現金、燃料，甚至於空襲軍火！）
- 進行遠距離運輸。
- 以及其他...

雇員也可以在委內瑞拉的行動中提供好的建議給你。雇用之後，走上前去和他們交談。

### 菲歐娜·泰勒

遊戲開始時，你便已經雇用了一名傭兵：菲歐娜·泰勒。自從你在北韓出任任務開始，菲歐娜便一直是你的忠實伙伴，提供無與倫比的後勤支援。菲歐娜的一些功用包括：

- 與委內瑞拉的派系接觸以及負責接案。
- 針對合約目標提供戰地協助。
- 取得國境內的額外衛星掃描影像。
- 破解軍事攻擊武器系統，發動惡意空襲！
- 依據合約內容的戰術評估，提出支援建議。

或許，最重要的是，菲歐娜完全知曉你的遠程目標：如果你不知道接下來該做什麼，去PMC找菲歐娜聊聊，她會為你指出正確方向。

## 儲備物資

你的PMC所在地，也是你存放儲備物資的地方，一處堆滿了武器、載具、空襲軍火和其他補給品的巨大倉庫。一會兒之後，我們將聊到如何取用你的儲備物資。

## 燃料

還記得先前我們曾經提到的那些雇員功用嗎？嗯，其中絕大部分都需要燃料。在委內瑞拉，燃料才是真正的流通貨幣，沒有燃料，你只能仰仗你的突擊步槍，而無法發動集束炸彈轟炸！你可以透過許多不同方式取得燃料：摧毀載具及偷取燃料！



摧毀載具這種方式，從字面上便可解讀意思：瞄準、射擊、爆炸、搞定！一被毀的載具位置會出現裝有少量燃料的燃料槽。

竊取燃料比較費工夫，但可以讓你弄到更多的燃料。要注意的是，我們在此談到的是大型的燃料槽，所以如果你還沒有雇用直升機駕駛，想都別想。如果你已雇用了一名直升機駕駛，你只需靠近燃料槽，標記之，然後叫你的駕駛前來把它運走。事先警告：你這可是在偷油，如果被人家發現，他們會把你的行為視為帶有敵意。

燃料儲存在PMC。一開始，你能夠存放的容量並不大，但你可以和委內瑞拉境內與你做生意的各個派系購買更大的容量。

## PDA

你的傭兵隨身攜帶內含重要資料的PDA。任何時候，你都可以按下 **○** 按鈕開啓PDA。

PDA共有三種模式，你可以按下 **LT/RT** 切換。

## 地圖模式

在預設情況下，PDA會以地圖模式開啓。

- 扳動 **○** 捲動地圖。
- 瞄準任何物品，然後按下 **A**，取得該物品的詳細資訊。
- 按下 **Y** 取得有關你可從事的工作的詳細資訊。如果你目前正在執行一項合約任務，會直接秀出合約任務的細節。否則，將會展開你曾與之聯繫的所有派系列表。你可以瀏覽此列表，瞧瞧你可以從事的工作，工作的報酬，以及菲歐娜針對每個合約任務建議使用的儲備物資。
- 按下 **X** 在你的目的地設置/移除GPS信標。你可以根據雷達上標記的GPS路線來移動。

**註：**在接下合約之前，務必先察看菲歐娜的建議。她通常會對你需要的支援類型提出良好的建議（例如特定的載具、武器或空襲）。你不必非得聽從她的建議，但若你不聽，你可能會後悔！

## 儲備物資模式

儲備物資模式列出了你到目前為止購買的或取得的所有好東西。要使用你的儲備物資，你得先將它們裝備至你的支援選單。

要裝備一項物品至你的支援選單，在列表中選擇之然後按下 **A**。

## 資訊模式

利用資訊模式察看：

- |    |                                   |
|----|-----------------------------------|
| 派系 | 透過派系量表，你可以迅速地看到你與一個派系的關係。         |
| 日誌 | 包含了對話與通知的詳細記錄。如果你錯過了菲歐娜說過的話，察看日誌。 |
| 人物 | 包含你曾見過的重要人物的小傳。                   |
| 積分 | 顯示你在遊戲中的進度資訊。                     |

## 支援

你大可將支援想成傭兵昂貴的攻擊玩具。只需招呼一聲，你便可讓你的一名雇員載你全國走透透、運送一輛裝有火箭發射器的訂製跑車到你腳邊，以及對附近漫不經心的敵人空投能夠燒毀森林的殺傷彈。當你能夠號令他人時，何苦親自帶著突擊步槍衝鋒陷陣？

我們迅速瞧瞧一些基本要領：

## 使用支援選單

你的支援選單充滿了各種你裝備儲備物資後所能使用的支援選項。按下 **○** **▲/▼** 捲動支援選單，然後按下 **A** 選擇你想要使用的選項。

選單中的每個項目會顯示底下的重要資訊：

- 代表支援物品類型的圖示（例如，噴射機圖示為空襲，坦克圖示為運送坦克等等）。
- 你的儲備物資中的該物品數量（如果半件都沒有，則什麼都不會顯示）。
- 使用該物品所需的燃料量。
- 使用該物品的標定目標方式——我們將會於稍後討論。

如果此資訊以紅色顯示，代表出了一些問題導致你無法使用該支援：

- 如果選單圖示被一個紅色的SAM或JAM菱形遮蔽，意味著附近有地對空飛彈或衛星干擾載具——你必須摧毀該載具才能使用該支援。
- 如果選單圖示被一個紅色的X0遮蔽，代表你的儲備物資中已沒有該物品，你得設法取得一些。
- 如果燃料油滴呈現紅色，代表你目前沒有足夠的燃料使用該支援。



## 支援類型

### 空襲

所有攻擊支援選項中最為暴力的！空襲有著多種不同的類型，從利用火箭對整個地區進行地毯式轟炸，到進行密集射擊摧毀廣大半徑內的所有敵方飛行器。你可以透過PDA的儲備物資模式，檢視你目前的空襲設定及其對應功能。

### 取得空襲

有許多方式可以取得空襲儲備物資：

- 向軍事基地的派系商店購買。在接下來的「派系」章節中，我們會介紹這些商店。
- 派系給你的報酬。在你替派系完成工作後，他們有時候會給你免費的空襲儲備物資。
- 竊取。如同燃料一般，你可以竊取你在世界中發現的軍火，但千萬別被任何人發現！你也可以對軍火射擊，在戰場上釀成大爆炸！

有時候，派系可能會提供你從他們的 - 而非你的 - 儲備物資中扣除的免費空襲！在這種情況下，可用的免費空襲次數會顯示在支援選單的空襲之下。

### 標定空襲目標

依據你選擇的攻擊方式，你必須標定你想要攻擊的目標。共有四種標定方式：

- 衛星 你可以使用衛星攝影機察看周圍的地勢，從遠處標定目標。
- 雷射 用雷射標定目標，並保持穩定，等候空襲展開。
- 信標 立即投擲信標並黏在你前方的物體上，作為空襲的導引裝置。
- 煙霧 最簡單的標定方式...在地面釋放煙霧，然後迅速跑開！

### 運送載具和補給

除了空襲之外，你可以購買囤積於PMC的載具（車輛、裝甲運兵車、坦克、船隻甚至直升機）和補給（例如武器、急救包和C4炸藥），並在你需要的時候運送至戰場。空投一輛坦克到你的所在位置，絕對能夠戲劇化地扭轉戰局！

### 取得及請求載具和補給

取得及運送載具和補給（例如急救包、步槍和C4）比空襲簡單得多：你可以從派系那裡取得（無論是購買而來，或是執行任務的獎勵），你可以隨時以煙霧指定空投地點。

### 載運

如果你雇用了一名直升機駕駛，他可以載你迅速前往委內瑞拉境內的許多地方。除了PMC以外，一開始你無法搭機前往這些地方，必須透過下列兩種方式之一才能搭機前往：

- 造訪派系聯絡人。
- 佔領派系的軍事基地。

每次載運都會消耗少量的燃料。

## 派系

有許多不同的派系，為了爭奪委內瑞拉境內最珍貴也最重要的資源而大打出手。與派系接觸，為他們工作，不但可以讓你獲得接下來該怎麼做的重要資訊，還可以幫你取得資金、槍枝、載具、補給和空襲。

菲歐娜隨時都在留意那些能夠與之接觸的新派系。經常返回PMC和她交談，瞧瞧是否有任何可以合作的新派系。

## 合約任務

所有派系都會提供合約任務。這些你可以從派系那裡接下的任務，不只能為你帶來寶貴的資訊，還可以讓你賺進大把的鈔票。此外，替派系完成合約任務可以讓他們對你感到滿意—至少暫時如此。你可以造訪提出合約的派系總部或軍事基地，接下合約任務。如果你目前手上沒有合約任務，開啟你的PDA，按下 **1**，察看所有已知派系提出的所有合約任務。



## 懸賞任務

一旦你替某個派系完成一些工作，他們會向你提出懸賞任務。你可以在任何時候完成這些懸賞任務，無論你目前手上是否正在執行合約任務。完成懸賞任務可為你賺進鈔票，提升與派系的關係，通常還可以獲得免費的儲備物資和支援，或是讓你在派系的商店內購得新玩意兒。

底下列出了派系會提出的一些懸賞任務：

**標準懸賞** 每個派系都希望能夠殲滅他們敵對派系的成員——這是改善被你惹惱的派系關係的最簡單方式！

**推毀目標** 每個派系都有許多想要推毀的目標！這不正是你所希望的嗎？

**高價目標** 所有派系都有希望你去俘虜或擊殺的高價目標。記住，如果你殺死了高價目標，你只能拿到一半的賞金！

## 軍事基地

為了擴展他們在委內瑞拉的勢力，派系必須奪取軍事基地。每個派系都會向你提出特殊軍事基地合約任務，你必須協助他們從敵人手中奪下軍事基地。替派系奪取軍事基地有下列好處：

- 軍事基地中若有派系聯絡人進駐，能夠提供你更多的工作，並隨時出售補給予你。
- 透過軍事基地附近的著陸區，你可以搭機迅速前往委內瑞拉境內的各個區域。

## 態度

每個派系對你的態度可能是友好、中立或敵對（VZ除外，他們將永遠和你保持敵對關係！）這些態度有好有壞：

### 友好

在派系商店中購買物品可以獲得大減價。若載具有空位時，**B** 嗚喇叭可以讓該派系的成員坐上你的載具。這些傢伙也會協助你對付敵對派系的成員！某些合約任務只有在與派系友好時才會出現。

### 中立

派系會給你工作。

### 敵對

- 派系一看到你便會攻擊。
- 派系拒絕你搭機前往他們的著陸區，同時也不允許你進入他們的總部 and 軍事基地。
- 如果你與派系處於敵對狀態並被提報，他們會叫來援軍，並會於不久之後再次提報。

透過替派系完成合約任務或賞金任務，可以獲得他們的友好態度。提報是唯一會減損你和派系之間關係的方式。

### 提報

當派系的人員發現你殺死他們的同志或推毀他們的建築物，他們會向上級提報。若某個人員決定提報你，他們會以閃爍的光點出現在你的雷達上，並會啟動提報倒數計時器。如果你在倒數計時結束前幹掉該人員，你可以阻止提報。若你未能殺死他，將會成功提報，你與該派系的關係將會受到負面影響。此外，如果你在與派系處於敵對關係的情況下被提報，或者他們的態度因為提報而轉為敵對，他們會叫來援軍。援軍可能是載滿士兵的裝甲運兵車或直升機！

## XBOX LIVE®

必須註冊及訂用才能使用線上功能。需要網際網路連線。內含收集必要資料提供顯上遊戲中廣告之軟體。**EA**條款與條件、功能更新可以在 [WWW.EA.COM](http://WWW.EA.COM) 找到。你必須年滿13歲才能進行線上註冊。

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在Xbox LIVE®於任何時間、任何地點與任何人及所有人進行遊戲。建立你的設定檔（你的玩家卡片）。和你的好友聊天。在Xbox Live賣場下載內容。發送及接收語音和影像訊息。立刻上線，加入革命性的盛會。

### 連線

在你可以使用Xbox Live之前，你必須將你的Xbox 360®主機連上高速或寬頻網際網路環境，並且登入成為Xbox Live會員。若想獲取更多關於連線資訊，或想知道你所在的區域是否提供Xbox Live服務，請瀏覽 [www.xbox.com/live](http://www.xbox.com/live)。



## 支援類型

### 空襲

所有攻擊支援選項中最為暴力的！空襲有著多種不同的類型，從利用火箭對整個地區進行地毯式轟炸，到進行密集射擊摧毀廣大半徑內的所有敵方飛行器。你可以透過PDA的儲備物資模式，檢視你目前的空襲設定及其對應功能。

### 取得空襲

有許多方式可以取得空襲儲備物資：

- 向軍事基地的派系商店購買。在接下來的「派系」章節中，我們會介紹這些商店。
- 派系給你的報酬。在你替派系完成工作後，他們有時候會給你免費的空襲儲備物資。
- 竊取。如同燃料一般，你可以竊取你在世界中發現的軍火，但千萬別被任何人發現！你也可以對軍火射擊，在戰場上釀成大爆炸！

有時候，派系可能會提供你從他們的 - 而非你的 - 儲備物資中扣除的免費空襲！在這種情況下，可用的免費空襲次數會顯示在支援選單的空襲之下。

### 標定空襲目標

依據你選擇的攻擊方式，你必須標定你想要攻擊的目標。共有四種標定方式：

- |    |                             |
|----|-----------------------------|
| 衛星 | 你可以使用衛星攝影機察看周圍的地勢，從遙遠處標定目標。 |
| 雷射 | 用雷射標定目標，並保持穩定，等候空襲展開。       |
| 信標 | 立即投擲信標並黏在你前方的物體上，作為空襲的導引裝置。 |
| 煙霧 | 最簡單的標定方式...在地面釋放煙霧，然後迅速跑開！  |

### 運送載具和補給

除了空襲之外，你可以購買囤積於PMC的載具（車輛、裝甲運兵車、坦克、船隻甚至直升機）和補給（例如武器、急救包和C4炸藥），並在你需要的時候運送至戰場。空投一輛坦克到你的所在位置，絕對能夠戲劇化地扭轉戰局！

### 取得及請求載具和補給

取得及運送載具和補給（例如急救包、步槍和C4）比空襲簡單得多：你可以從派系那裡取得（無論是購買而來，或是執行任務的獎勵），你可以隨時以煙霧指定空投地點。

### 載運

如果你雇用了一名直升機駕駛，他可以載你迅速前往委內瑞拉境內的許多地方。除了PMC以外，一開始你無法搭機前往這些地方，必須透過下列兩種方式之一才能搭機前往：

- 造訪派系聯絡人。
- 佔領派系的軍事基地。

每次載運都會消耗少量的燃料。

## 派系

有許多不同的派系，為了爭奪委內瑞拉境內最珍貴也最重要的資源而大打出手。與派系接觸，為他們工作，不但可以讓你獲得接下來該怎麼做的重要資訊，還可以幫你取得資金、槍枝、載具、補給和空襲。菲歐娜隨時都在留意那些能夠與之接觸的新派系。經常返回PMC和她交談，瞧瞧是否有任何可以合作的新派系。

## 合約任務

所有派系都會提供合約任務。這些你可以從派系那裡接下的任務，不只能為你帶來寶貴的資訊，還可以讓你賺進大把的鈔票。此外，替派系完成合約任務可以讓他們對你感到滿意—至少暫時如此。你可以造訪提出合約的派系總部或軍事基地，接下合約任務。如果你目前手上沒有合約任務，開啓你的PDA，按下 **Y**，察看所有已知派系提出的所有合約任務。



## 懸賞任務

一旦你替某個派系完成一些工作，他們會向你提出懸賞任務。你可以在任何時候完成這些懸賞任務，無論你目前手上是否正在執行合約任務。完成懸賞任務可為你賺進鈔票，提升與派系的關係，通常還可以獲得免費的儲備物資和支援，或是讓你在派系的商店內購得新玩意兒。

底下列出了派系會提出的一些懸賞任務：

### 標準懸賞

每個派系都希望能夠殲滅他們敵對派系的成員——這是改善被你惹惱的派系關係的最簡單方式！

### 摧毀目標

每個派系都有許多想要摧毀的目標！這不正是你所希望的嗎？

### 高價目標

所有派系都有希望你去做俘虜或擊殺的高價目標。記住，如果你殺死了高價目標，你只能拿到一半的賞金！

## 軍事基地

為了擴展他們在委內瑞拉的勢力，派系必須奪取軍事基地。每個派系都會向你提出特殊軍事基地合約任務，你必須協助他們從敵人手中奪下軍事基地。替派系奪取軍事基地有下列好處：

- 軍事基地中若有派系聯絡人進駐，能夠提供你更多的工作，並隨時出售補給予你。
- 透過軍事基地附近的著陸區，你可以搭機迅速前往委內瑞拉境內的各個區域。

## 態度

每個派系對你的態度可能是友好、中立或敵對（VZ除外，他們將永遠和你保持敵對關係！）這些態度有好有壞：

### 友好

在派系商店中購買物品可以獲得大減價。若載具有空位時，**B** 嗚喇叭可以讓該派系的成員坐上你的載具。這些傢伙也會協助你對付敵對派系的成員！某些合約任務只有在與派系友好時才會出現。

### 中立

派系會給你工作。

### 敵對

- 派系一看到你便會攻擊。
- 派系拒絕你搭機前往他們的著陸區，同時也不允許你進入他們的總部和軍事基地。
- 如果你與派系處於敵對狀態並被提報，他們會叫來援軍，並會於不久之後再次提報。

透過替派系完成合約任務或賞金任務，可以獲得他們的友好態度。提報是唯一會減損你和派系之間關係的方式。

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## 家庭設定

這些簡單且彈性的工具，可讓父母和監護人依據內容分級來決定哪些遊戲是年幼玩家可以執行的。詳細資訊請參見 [www.xbox.com/familysettings](http://www.xbox.com/familysettings)。

## 合作遊戲

在《傭兵紀元2》裡，你和一位朋友可以聯手擊敗雷蒙·索蘭諾。如果你加入正在進行中的遊戲，你可以保留你獲得的金錢和燃料。如果你開始遊戲，讓朋友加入不但可以助你一臂之力而且相當有趣！最棒的是，兩名玩家可以獲得只能透過合作遊戲取得的成就。

## 開始合作遊戲

《傭兵紀元2》提供了天衣無縫、隨進隨出的合作遊戲。開始多人遊戲無須經過特別的步驟。你在進行單人遊戲時，其他與你「私人」(Privacy) 設定條件相符的訪客會自動加入你的遊戲。

## 私人設定

好友

只有那些在你Xbox LIVE好友清單中的玩家才能加入你的遊戲。

邀請

只有那些獲邀的訪客才能加入。你可以利用暫停選單中的邀請選項，或藉由Xbox LIVE 設定畫面發送邀請。

任何人

任何訪客都可加入你的遊戲。

## 加入合作遊戲

你可以輕鬆地加入其他玩家進行合作遊戲。一旦你在主選單中選擇「加入遊戲」(JOIN GAME)，你將能透過三種方式找到可以參與的遊戲：

快速配對

此項目會為你配對任何可加入的遊戲，是會晤新玩家的最佳途徑。

自訂配對

此項目可透過更精確的搜尋條件協助你找到遊戲。

好友大廳

利用此選項加入好友進行中的遊戲。任何正在玩《傭兵紀元2》，同時名列你的Xbox LIVE好友清單中的玩家，將會出現在這個大廳內。

**註：**當你加入好友的遊戲時，你可以保留所獲得的現金。詳情請參考「搜尋結果」畫面。

## 專家提示！

- 你須要抓鉤才能劫持直升機。
- 在你能夠劫持坦克之前，你得先幹掉砲手。
- 使用狙擊步槍時，按下 **R** 開啓縮放視野模式。
- 利用載具偽裝進入派系控制的區域—務必小心，帶有敵意的行為會拆穿你的偽裝！
- 坦克有弱點（留意排出的廢氣！）
- 試著摧毀空襲軍火，而不要費心取走—效力同等呼叫空襲，但無須耗費燃料！！
- 如果你徒步前進，被東西擋住去路，你可以按下 **B** 搗毀擋路的玩意兒。
- 探索世界—環境中充滿了大量的現金、燃料、備品和空襲軍火！
- 收集備品可以解開特殊載具，並讓技師為你打造。
- 警報會「喚醒」附近建築物內的敵人—試著避免讓敵人觸發警報，否則你得摧毀附近的建築物才能阻止他們攻擊你！
- 某些行為會造成永久的後果。遊戲中的某些路線，可能會讓你無法達成100%完成遊戲的記錄。如果你想造就100%完成紀錄—行動前務必三思！



**香港區顧客：**同享有自本產品購買日起（憑發票或收據）七天的產品保證期，請於保證期內致電+852-31666006查詢有關更換詳情，顧客需負擔更換過程中一切有關郵遞費用。如因人為因素、天然災害所致之損壞則非為產品保證範圍，本公司亦不負因而產生之損害賠償責任。如有爭拗，本公司保留最終決定權，不得異議。服務時間：AM9:30 to PM 6:00（週一～週五 國定假日除外）。

**新加坡區顧客：**同享有自本產品購買日起（憑發票或收據）七天的產品保證期，請於保證期內致電+6564622549查詢有關更換詳情，顧客需負擔更換過程中一切有關郵遞費用。如因人為因素、天然災害所致之損壞則非為產品保證範圍，本公司亦不負因而產生之損害賠償責任。如有爭拗，本公司保留最終決定權，不得異議。

## 軟體著作權授權合約

本授權合約規定貴用戶於使用美商藝電股份有限公司(下稱本公司)軟體相關產品包括，但不僅限於套裝軟體中的程式、其更改程式、相關媒介物、書面資料以及線上或電子文件時應遵守之事項。貴用戶安裝、複製或以其他方式使用軟體產品，即表示同意接受本授權合約規定之拘束。

本軟體產品受中華民國著作權法、國際著作權條約以及其他智慧財產權之法律及國際間著作權相互保障條約之保護。本軟體產品僅系授權使用，而非販賣壟斷。所有在本授權書中未明文授與使用者的權利，歸本公司所有。

### 同意使用項目

1. 將軟體載入單人使用環境下的Xbox 360主機執行本軟體。
2. 於法律許可範圍內經本公司以書面同意下，軟體產品與其任何複製之所有權，其中包括但不限於著作權，均屬本公司所有。

### 禁止使用項目

1. 除得依著作權法合法複製軟體產品外，禁止任何未經許可之複製。
2. 禁止於網路上多使用者環境下使用軟體產品，但已取得各終端機使用授權之多人使用版本不在此限。
3. 禁止未經本公司書面同意授權之出售、出租、出借、散佈及公開展示，或其他侵害本公司之行為。
4. 禁止就軟體產品進行還原工程(Rreverse Engineering)、解編(Decompilation)、反向組譯(Disassemble)或任何更改原始程式或系統上的鎖定與解除鎖定之行為。
5. 禁止未經本公司授權同意就軟體產品所做任何形式之複製，重製及翻譯。
6. 禁止刪除、更改、遮蓋、移動軟體產品及所有複製上之任何著作權及商標展示。

### 產品責任範圍

1. 自本產品購買日起(憑發票或收據)7天的產品保固期內，本公司將免費維修在自然使用下發生的損壞。但因人為因素、天然災害所致之損壞則非為產品保固範圍，本公司亦不負因而產生之損害賠償責任。
2. 於相關法律所允許的最大範圍內，本公司對於使用或不能使用本軟體產品所發生之特別、附隨、間接或衍生之損害(包括但不限於營業利潤之損失、業務中斷、商業資訊之損失或其他金錢損失)不負任何損害賠償責任。
3. 軟體產品和任何相關文件只以「現狀」提供，並不附帶任何明示或默許之保證，包括但不限於默許之保證或適售性。適合某一特定用途或不侵權之擔保。使用或操作軟體產品所導致之所有風險，必須由使用者自行負擔。

### 其他事項

1. 如違反本授權合約之規定或條件，本公司得終止本授權合約且不影響其所擁有之其他權利，並得依一切相關法律請求損害賠償。屆時貴用戶必須銷毀所有軟體產品之複製品。
2. 本軟體授權合約中有任何不具法律效力，並不可強制執行時，將不影響其他項目的有效性，以及法律上的執行效力。
3. 本軟體及遊戲手冊所提到非為本公司註冊商標之商標，相關著作權標的物等均為各該公司所有，註冊商標、著作權所有請勿侵犯。



## 客戶服務與技術支援

對於造成您遊戲經驗的不便我們至上最誠摯的歉意。遊戲手冊中若有部分譯名與實際操作有所出入，請消費者見諒。有關遊戲進行之任何提示、攻略、指導、作弊密碼、非本公司所製作的修補檔，恕本公司無法提供。

您可以利用下列方式與我們聯絡，我們建議您可以的話盡量以傳真或是電子郵件詳細敘述您所發生的情形，如此我們才可以找尋相關技術支援資料庫以解決您的問題。

◆**特別注意：**本遊戲適用XBOX視訊遊戲系統的NTSC—J規格，不適用於其他機種，恕無法提供其他機種之保證服務。

◆**注意：**請閱讀手冊內的重要健康及安全資訊。

電子郵件:TWSUPPORT@EA.COM

中文首頁:HTTP://WWW.EA.COM.TW (請多利用線上諮詢)

地址:臺北市信義區110松仁路97號8樓

技術諮詢專線:(02)2758-8188(服務時間:週一至週五，早上十點至下午六點(國定假日除外))。

技術諮詢傳真:(02)8788-2918

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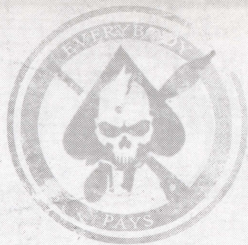
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**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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